Amendments to the Claims

1.   (Currently Amended) A method of using a source database for forming derived products, wherein the source database contains data that represents geographic features in a <u>real-world</u> region including roads in the <u>real-world</u> region, <u>and wherein the source database is stored on a computer-readable medium,</u> the method comprising:

   providing a set of data from the source database, wherein the set of data represents at least some of the geographic features in the <u>real-world</u> region and further wherein the set of data includes attributes suitable for providing navigation-related functions; [[and]]

   <u>calculating at least one parameter that characterizes a geographic aspect of the real-world region, the calculating based, at least in part, on the provided set of data;</u>

   forming a template database using the set of data from the source database, wherein the template database represents an imaginary geographic locale<u>, and wherein a geographic aspect of the imaginary locale is consistent with the calculated parameter; and</u>

   <u>storing the template database on a computer-readable medium.</u>

2.   (Previously Presented) The method of claim 1 wherein the template database includes data that provides a level of accuracy similar to a level of accuracy provided by the set of data used for navigation-related functions.

3.   (Previously Presented) The method of claim 1 wherein the template database includes data that provides a level of detail similar to a level of detail provided by the set of data used for navigation-related functions.

4,5.   (Cancelled)

6.   (Currently Amended) The method of claim [[4]] <u>1</u> wherein the at least one parameter includes road densities.

7.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes road shapes.

8.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes road widths.

9.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes expressway density.

10.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes roadway orientation.

11.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes road alignment.

12.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes altitude changes.

13.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes geographic features selected from a group consisting of: lakes, rivers, and mountains.

14.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes open spaces in a locale selected from a group consisting of: parks and gold courses.

15.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes points of interest.

16.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes buildings located in a locale.

17.   (Currently Amended) The method of claim [[4]] 1 wherein the at least one parameter includes signs.

18.   (Previously Presented) The method of claim 1 wherein data in the template database is combined with road model data to provide a realistic visual appearance of roads in the imaginary geographic locale.

19.   (Previously Presented) The method of claim 1 wherein data in the template database is combined with road model data to provide a realistic visual appearance of roads in the region, wherein the road model data includes road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

20.   (Original) The method of claim 1 wherein data in the template database is combined with 3D model data to provide a realistic visual representation of polygon shaped features in the region.

21.   (Original) The method of claim 1 wherein data in the template database is combined with 3D model data to provide a realistic visual representation of cityscape and landscape features in the region.

22.   (Original) The method of claim 1 wherein data in the template database is combined with 3D model data to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the region.

23.   (Currently Amended) The method of claim 1 wherein the further comprising:
        combining data in the template database is combined with other game-related components to form a computer game.

24.   (Currently Amended) The method of claim [[1]] 23 ~~wherein the data in the template database is combined with other game-related components to form a computer game,~~ wherein the other game-related components include at least one of a group consisting of: characters, game logic, vehicles, game rules and programs for rendering and graphics.

25.   (Currently Amended) A method of developing a computer game, the method comprising:
        acquiring a template geographic database from another party, wherein the template geographic database is formed, at least in part, by transforming data from a real-world source database, and wherein the template geographic database contains data that represents [[a]] an imaginary geographic locale;
        incorporating data from the template geographic database, along with other computer game components, to form a computer game product;
        storing the computer game product on a computer-readable medium; and
        selling the ~~computer-game product~~ computer-readable medium.

26,27. (Cancelled)

28.   (Currently Amended) A method of developing a computer game, the method comprising:
        providing a template geographic ~~databases to end users~~ database, wherein the template geographic database is formed, at least in part, by transforming data from a real-world source database, and wherein the template ~~databases contain~~ database contains data that represents imaginary geographic locales; [[and]]
        providing programming tools to ~~the end user~~ that allow [[the]] end users to incorporate data from the template geographic database into computer games, wherein the computer games include playing scenarios that include representations of the geographic locales;
        storing the template geographic database and the programming tools on a computer-readable medium; and
        providing the computer-readable medium to an end user.

29.   (Currently Amended) A computer-readable medium having executable instructions stored

thereon ~~in accordance with the method of Claim 1.~~ for performing a method of using a

source database for forming derived products, wherein the source database contains data

that represents geographic features in a real-world region including roads in the real-

world region, and wherein the source database is stored on a computer-readable medium,

the method comprising:

providing a set of data from the source database, wherein the set of data

represents at least some of the geographic features in the real-world region and further

wherein the set of data includes attributes suitable for providing navigation-related

functions;

calculating at least one parameter that characterizes a geographic aspect of the

real-world region, the calculating based, at least in part, on the provided set of data;

forming a template database using the set of data from the source database,

wherein the template database represents an imaginary geographic locale, and wherein a

geographic aspect of the imaginary locale is consistent with the calculated parameter; and

storing the template database on a computer-readable medium.

30-37. (Cancelled)

38.   (New) A method of using a source database for forming derived products, wherein the

source database contains data that represents geographic features in a real-world region

including roads in the real-world region, and wherein the source database is stored on a

computer-readable medium, the method comprising:

providing a set of data from the source database, wherein the set of data

represents at least some of the geographic features in the real-world region;

transforming at least some of the provided set of data;

insuring data integrity in the transformed data;

forming a template database using, at least in part, the transformed data, wherein

the template database represents an imaginary geographic locale; and

storing the template database on a computer-readable medium.

39.   (New) The method of claim 38 wherein transforming at least some of the provided set of

data comprises applying an operation selected from the set consisting of: selecting less

than all of the data in the source database, altering a location of a road segment, moving

locations of roads by varying distances, switching a relative vertical ordering of roads

that cross one another at different elevations, forming mirror images of roads located in

an area, and performing horizontal or rotational transformations of locations of roads.

40.   (New) The method of claim 38 wherein insuring data integrity in the transformed data

comprises checking road connectivity.

41.   (New) A computer-readable medium having executable instructions stored thereon for

performing a method of using a source database for forming derived products, wherein

the source database contains data that represents geographic features in a real-world

region including roads in the real-world region, and wherein the source database is stored

on a computer-readable medium, the method comprising:

        providing a set of data from the source database, wherein the set of data

represents at least some of the geographic features in the real-world region;

        transforming at least some of the provided set of data;

        insuring data integrity in the transformed data;

        forming a template database using, at least in part, the transformed data, wherein

the template database represents an imaginary geographic locale; and

        storing the template database on a computer-readable medium.